

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for providing a name service in a gaming network including gaming machines, the method comprising:
 - instantiating a name service on the gaming network;
 - sending service information for the name service from the name service to a discovery agent on the gaming network, wherein the name service provides identification services using common names for devices on the gaming network to a plurality of gaming clients communicably coupled to the gaming network, the gaming clients including one or more gaming machines, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;
 - determining by the discovery agent if the name service is authentic and authorized;
 - in response to determining that the name service is authentic and authorized, publishing service information to a service repository to make the name service available on the gaming network;
 - receiving by the discovery agent a request for the location of the name service from a gaming client;
 - returning the service information for the name service to the gaming client;
 - ~~receiving~~ sending one or more service requests using the service information from [[a]]
the gaming client to the name service; and
 - processing the one or more service requests between the gaming client and the name service, said service requests conforming to an internetworking protocol.
2. (Original) The method of claim 1, wherein the name service comprises a web service.
3. (Original) The method of claim 2, wherein the service request is formatted according to a service description language.

4. (Original) The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).
5. (Original) The method of claim 2, wherein the name service is registered in a UDDI registry.
6. (Original) The method of claim 1, wherein the gaming client comprises a gaming machine.
7. (Original) The method of claim 1, wherein the gaming client comprises a service provider.
- 8-10. (Canceled)
11. (Original) The method of claim 1, further comprising returning a name binding to the gaming client.
12. (Original) The method of claim 11, wherein the name binding comprises a TCP/IP binding.
13. (Original) The method of claim 11, wherein the name binding comprises a URL binding.
14. (Original) The method of claim 11, wherein the name binding comprises a file name binding.

15. (Currently Amended) A gaming network system providing a name service, the gaming network system comprising:

a gaming client communicably coupled to the gaming network;

a name service communicably coupled to the gaming network and operable to provide identification services using common names for devices on the gaming network to a plurality of gaming clients; and

a discovery agent communicably coupled to the gaming network, the discovery agent operable to:

receive service information from the name service,

determine if the name service is authentic and authorized for the gaming network,

and

publish the service information to a service repository to make the name service available on the gaming network;

wherein the gaming client is operable to issue a request for the location of the name service to the discovery agent and use the service information received from the discovery agent to send one or more service requests to the name service;

wherein the name service is further operable to:

receiving the one or more service requests from the gaming client; and

processing the one or more service requests between the gaming client and the name service, said service requests conforming to an internetworking protocol.

16. (Original) The gaming network system of claim 15, wherein the name service comprises a web service.

17. (Original) The gaming network system of claim 16, wherein the service request is formatted according to a service description language.

18. (Original) The gaming network system of claim 17, wherein the service description language is a Web Services Description Language (WSDL).

19. (Original) The gaming network system of claim 16, wherein the name service is registered in a UDDI registry.

20. (Original) The gaming network system of claim 15, wherein the gaming client comprises a gaming machine.

21. (Original) The gaming network system of claim 15, wherein the gaming client comprises a service provider in the gaming network.

22-25. (Canceled)